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application 10/707,174

[C3]

The proposed control/propulsion system is significantly different from referenced embodiments, the system proposed herein is the only system which uses individual bilge pumps for directional control including submerging, the proposed control/propulsion system is very simple by comparison, Figures 1 through 5 show the complete system, components of which are a sealed battery, to supply power, a watertight chamber made of PVC pipe or any other suitable material in which a radio receiver, solid-state electrical switches and automotive type relays are located, the watertight chamber merely serves to keep the electrical components dry and the electrical components merely distribute power (through wires exiting the watertight chamber) to the various bilge pumps to provide thrust and control direction, the other components are the bilge pumps themselves, plumbing consisting of PVC pipe and brass nozzles and the various wires to supply power to the bilge pumps, the main components are thus simply, the battery, the watertight chamber, and the bilge pumps making an extremely simple control/propulsion system.

[C4]

~~The proposed control/propulsion system is significantly different from Cicoff etc. (6,601,333). His game decoy, for one does not submerge and while a jet propulsion system is proposed, it uses functionally equivalent RC servos or solenoids to operate a three-way directional valve. This is similar to Fleischman where instead of hydraulic servos being used to activate dive planes and rudder's, Cicoff etc proposes mechanical/electrical operation of a directional valve. Whereas in the system proposed herein there are no moving directional valves, connecting rods, solenoid switches or servos or equivalent electro/mechanical devices. Jet nozzles are fixed and powered by individual bilge pumps. Furthermore this game decoy is not proposed as a submarine having the ability to submerge as in the proposed embodiment.~~

The proposed control/propulsion system is significantly different from Cicoff etc. (6,601,333), which is for a game decoy, which does not not submerge and while a jet propulsion system is proposed, it uses functionally equivalent RC servos or solenoids to operate a three-way directional valve, this is similar to other referenced embodiments where instead of hydraulic servos being used to activate dive planes and rudder's, Cicoff etc proposes mechanical/electrical operation of a directional valve, whereas in the system proposed herein there are no moving directional valves, connecting rods, solenoid switches or servos or equivalent electro/mechanical devices, jet nozzles are fixed and powered by individual bilge pumps, furthermore this game decoy is not proposed as a submarine having the ability to submerge as in the proposed embodiment.